



PULSE RACER™



jaleco™
ENTERTAINMENT

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EVERYONE
E
CONTENT RATED BY
ESRB

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INSTRUCTIONS

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms and legs, disorientation, confusion or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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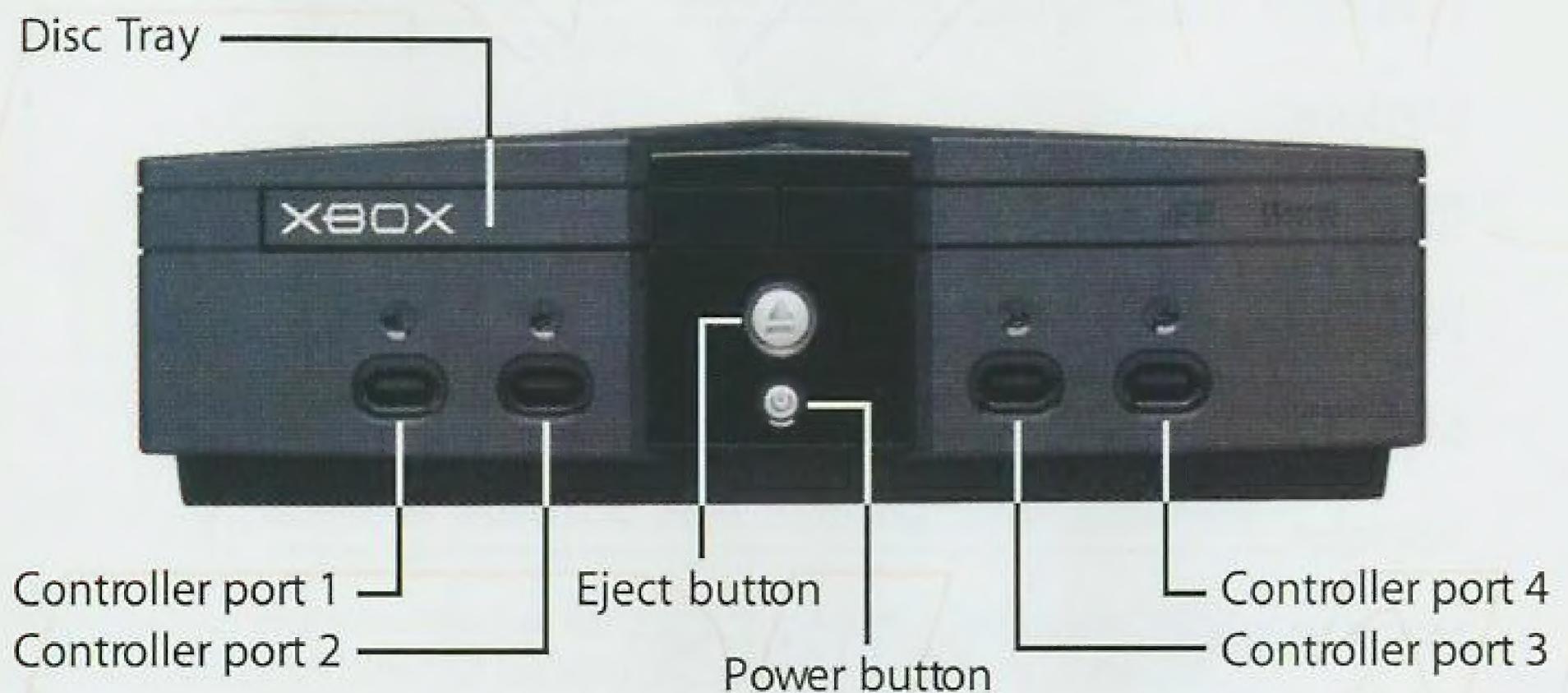
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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and disc tray will open.
4. Place the *Pulse Racer* disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing *Pulse Racer*.



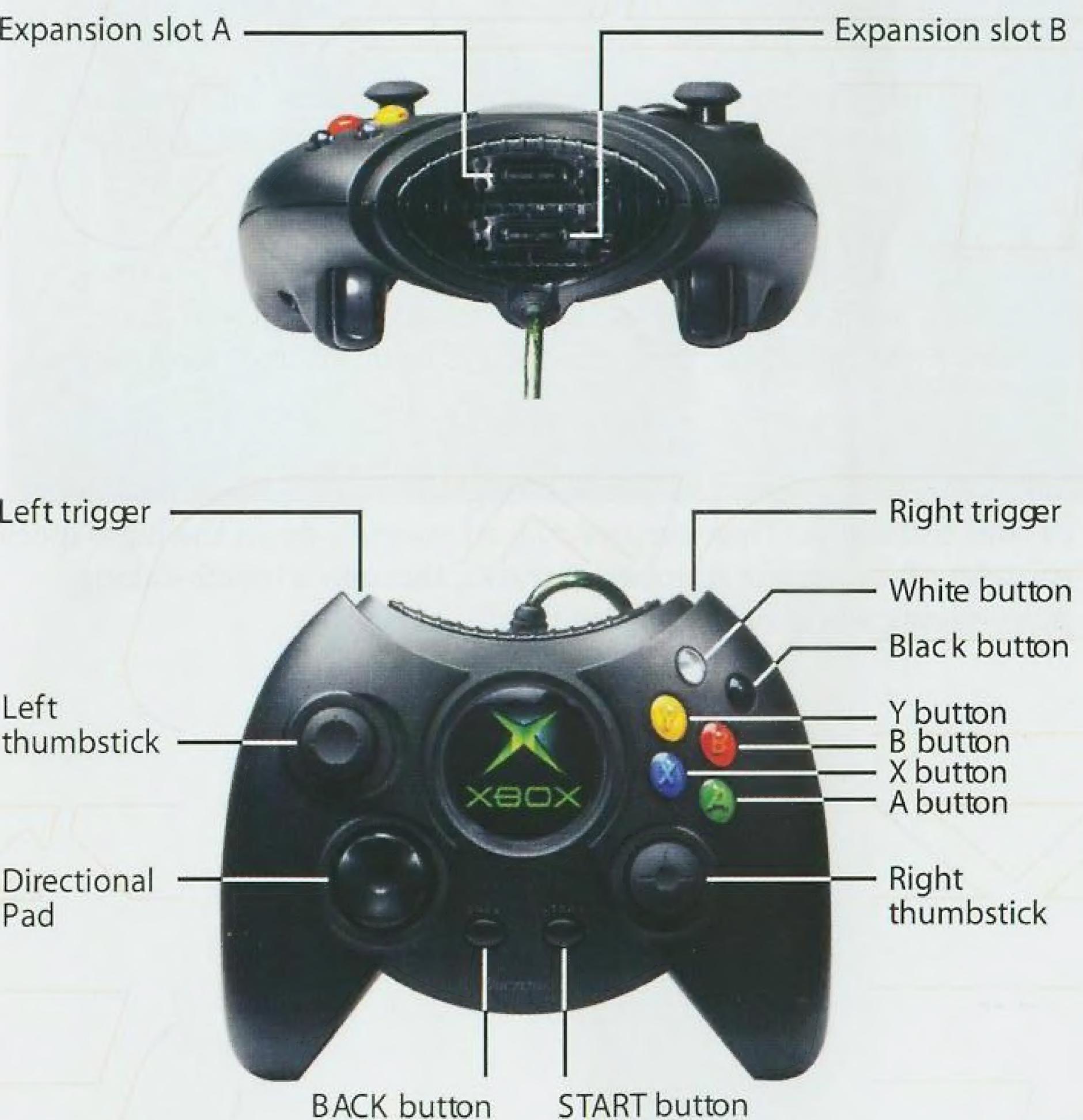
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Pulse Racer*.



INTRODUCTION – BE THE CAR!

Welcome to beautiful Neo Saint Petersburg.

It's 2045. You are one of the few. The elite. The world's best Formula-T racers. You're fast and fearless. Cunning and hard-charging. A little reckless . . . and more than a little ruthless.

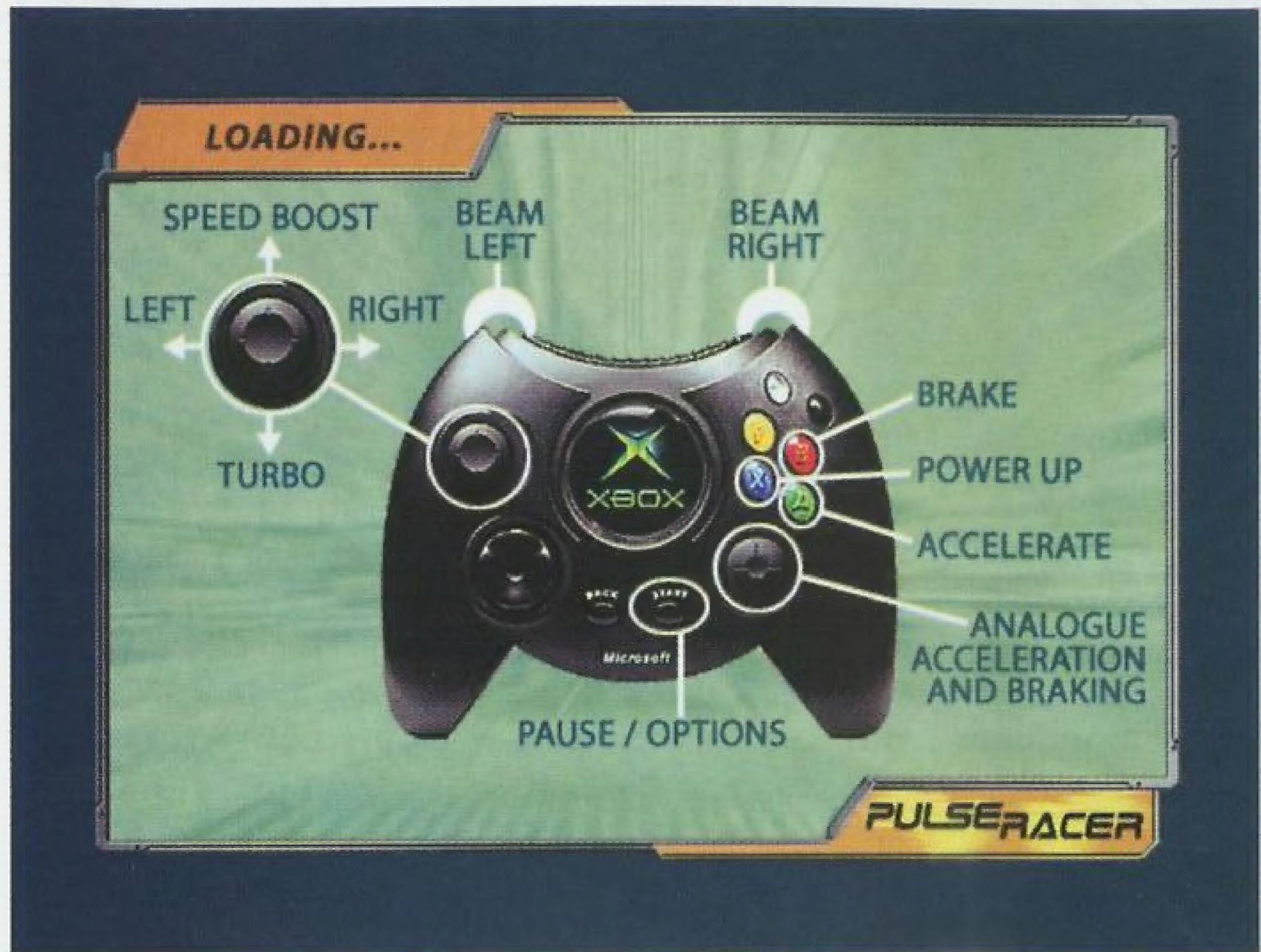
This time, you've earned the right to compete for the ultimate prize. The crown jewel of Formula T racing . . . the Cyber-Circuit T-5000.

Every decade, racers from around the world descend on Neo Saint Petersburg in a vain attempt to pry racing's most coveted trophy from the iron fist of Russian dominance.

Using high tech vehicles fueled by the life force of the driver, racers push their skills and bodies to the limit. Linked directly to your vehicle, you must balance between calculated restraint and heedless abandon.

Choose a vehicle that suits your driving style and a driver who matches your technique. Then prepare to hurl yourself down the high-speed gauntlet of an infinite number of tracks, through a breath-taking, pulse-racing world of combat and skill!

CONTROLS



PLAY MODES — BE A CONTENDER!

Career Race (SINGLE PLAYER)

To begin your racing career, select NEW CAREER, then choose the location where you'll Save and Load your races and points.

Next, enter your Career Name, then select which character and vehicle style you'll use.

Leagues

To challenge for the ultimate prize, you must advance through three Formula T Leagues — Cobalt, Obsidian and Platinum. Each league has five tracks, with each track more difficult than the last. You'll have three laps in each race to prove your racing mettle. To advance to the next track, you must place first, second or third.

Your competition? Robotic drone drivers — each programmed to push your skills and endurance to the breaking point. You'll also face three Bosses — aggressive, relentless drivers who pounce on every opportunity to send you spinning to the back of the pack.

Defeat a Boss and you can play his character. To unlock the Bosses, you must place first in your league. Beware! Each race has a slightly different field of drivers, so you must adapt quickly to win.

Engine Classes

As you build your racing career, you'll also move through three engine classes: 500cc, 1000cc, and 1500cc. With each class, the speeds become more thrilling and the margin of victory razor-thin!

Career Info

The Career Info shows your progress after each race. As you accumulate Points and Wins, you'll unlock new weapons and tactics, including the INFINITRAX options, allowing you to generate an infinite number of new tracks — and an infinite number of heart-pounding challenges!

Quick Race (1-4 PLAYERS)

No-holds-barred racing where anything goes — including friendship and loyalty — because only victory matters. Choose your engine class, character, vehicle, laps and additional racers, then use all your guile and stamina to win!

Time Trial (1-4 PLAYERS)

Race against the clock to beat the best time — and vanquish your opponents. May the most determined driver win!

PICKING A TRACK

Select Track

With five tracks in each league, you can choose from up to 15 tracks (depending on how many tracks you opened in Career Mode). Scan the information on each track, then select the course that meets your need for heart-pounding speed!

Load Track

You can select tracks from a Memory Unit or the hard drive. Be generous and share tracks with your friends. Or be tricky and share the tracks that will prove most treacherous to your competition!

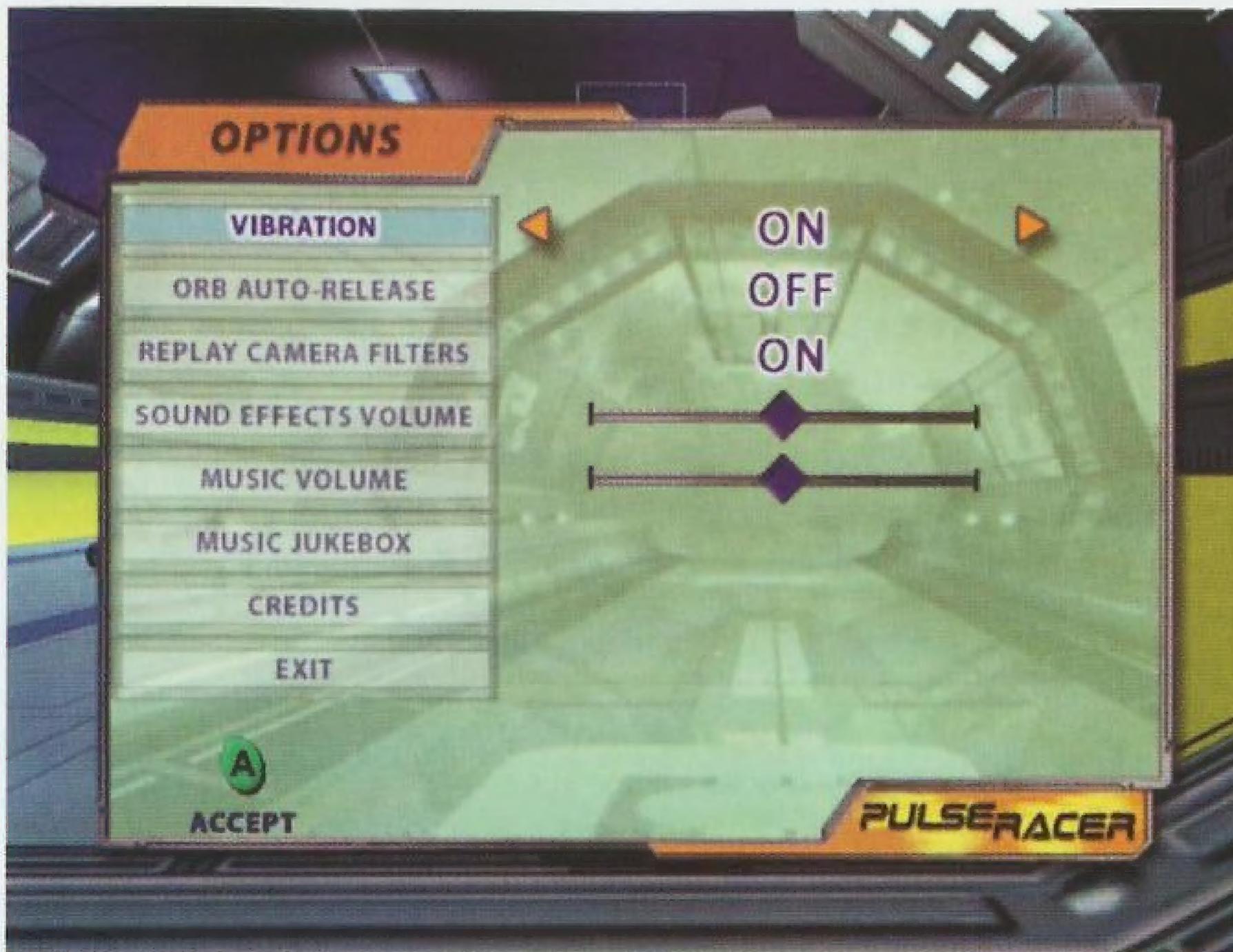
Generate Track

You can also create your own tracks using the INFINITRAX Track Generator. Once you collect enough points, you unlock options that allow you to influence the Track Generator. Look in the INFINITRAX section for more information.



OPTIONS

You can access the Options screen from the Main Menu or the Game Pause screen.



VIBRATION – Activates or disables the controller's Vibration option.

ORB AUTO RELEASE – Selects whether or not the Orbs automatically release racers after cornering.

REPLAY CAMERA FILTERS – Turns camera filters On or Off during replays.

SOUND EFFECTS VOLUME – Adjusts Sound Effects volume.

MUSIC VOLUME – Adjusts Music volume.

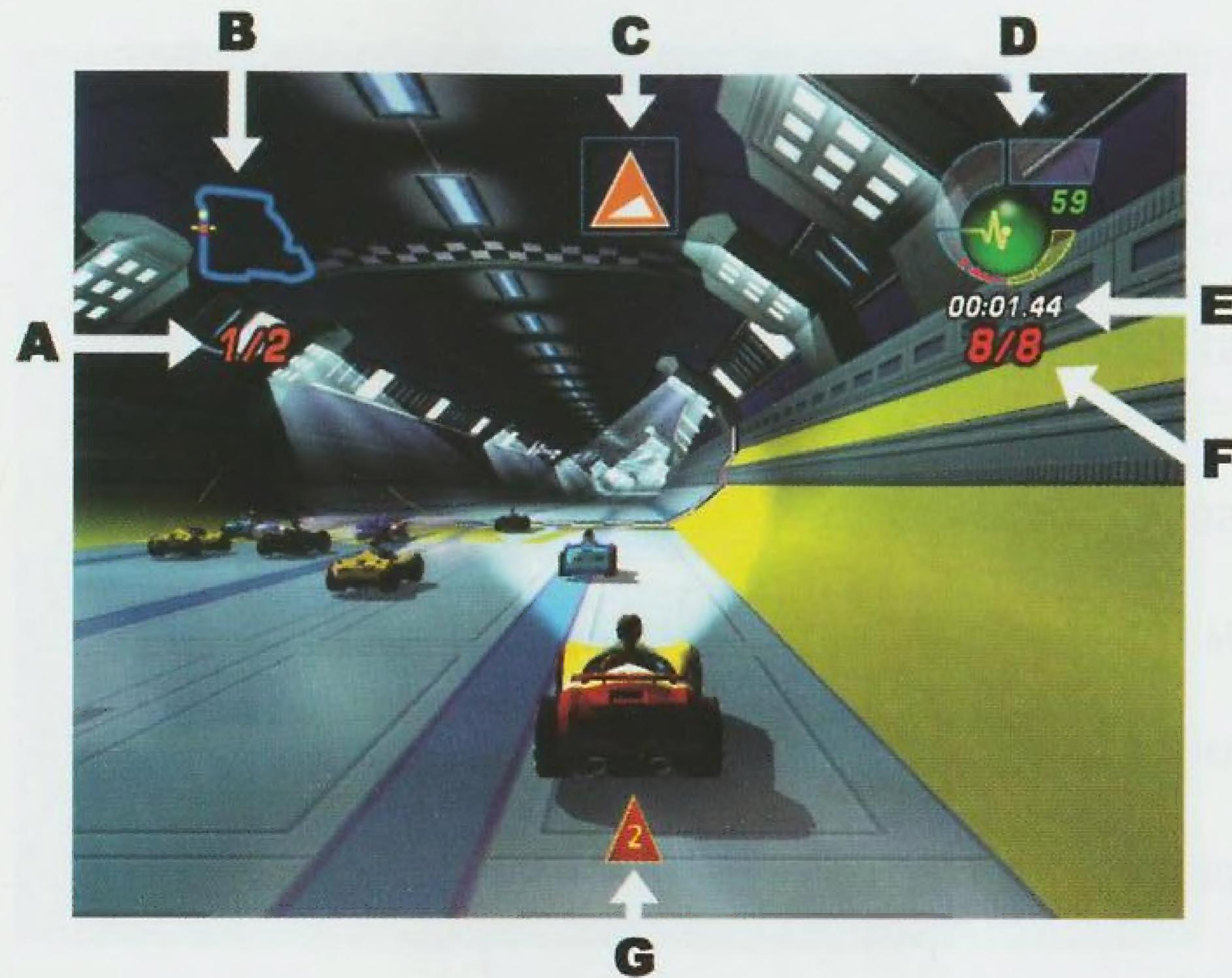
MUSIC JUKEBOX – Lets you choose Music that inspires you to victory.

CREDITS – Shows game credits.

EXIT – Returns to previous screen.



IN-GAME DISPLAY



A – LAP COUNTER Shows current and remaining laps. (Example shows racer on Lap 1 of 2.)

B – TRACK MAP Yellow line is Start/Finish line. Red dot is your kart. Yellow dots are other racers. Track Map automatically switches between full view and zoom during races.

C – POWERUP Shows current PowerUp status.

D – SPEEDOMETER Numeric readout shows current speed. Green circle in center shows your heart rate. Beware! If circle turns red for too long, you'll pass out and your vehicle will slow down as it revives you, costing valuable seconds.

E – ELAPSED TIME Shows your total time for current race.

F – POSITION INDICATOR Shows your current position in the field. (Example shows racer in eighth place out of eight racers.)

G – MINE ALERT Indicates a missile is on its way. The numbers will count down as the missile gets closer. If your timing is right, you can engage your shield and defend against attacks.



POWERUPS AND POINTS — BEYOND SPEED

In Formula T, sheer speed and driving skill are never enough. Weapons and points are crucial to your ultimate success. Use weapons for tactical advantage as you advance through the field or to protect your lead. Points allow you to unlock INFINITRAX options for a strategic edge over the competition. To win, collect both as you hurtle around the track!

PowerUps

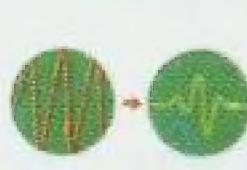
Use the X Button to activate weapons. If you currently have a weapon, you cannot pick up another weapon until you use the one you have.



PLASMA DEFLECTOR — Generates a shield around your vehicle for a limited time. Protects you from heart rate fluctuations, mines and missiles.



WARP — Provides a temporary burst of speed. Use it only on the straight-aways, or you'll end up bouncing down the track.



HEALTH — Instantly reduces your heart rate to normal. Don't use this PowerUp lightly — save it for when you need it most.



EQUALIZER — Fire this missile from anywhere on the track and it will hit the lead racer, causing a spinout. Seize this chance to take the lead!



HUNTER — This missile targets the racer immediately in front of you. It too causes a spinout, allowing you to move up in the field.

MINE — Drop this weapon on the track to protect your lead or field position — the first vehicle to hit the mine will spin out. Never use a mine while stationary or you'll spin out your own vehicle. Use a Plasma Deflector to protect your vehicle against damage and spinouts from mines dropped by your opponents

Points

SCORE CELLS

There are three Score Cells. All activate immediately when you begin racing. Accumulate Points so you can open the INFINITRAX options.



MEET THE DRIVERS



Name – Kylie

Age – 17

Sex – Female

Country of Origin – Australasian Megastate

Weight Class – Medium

Background – Kylie has journeyed from Down Under to learn the ebb and flow of Formula T racing. Although new to the sport, she is quick and cocky, with a beginner's boldness that makes her competitive with the best drivers.



Name – Dimitri

Age – 24

Sex – Male

Country of Origin – Soviet Alliance

Weight Class – Heavy

Background – After a career in an elite Special Forces unit, Dimitri turned to Formula T racing for excitement. With his military training, he is cool under pressure — and quick to take decisive action against those who harass him on the track.



Name – Nixon

Age – 25

Sex – Male

Country of Origin – United States of America

Weight Class – Heavy

Background – Years of racing experience in the American leagues have made Nixon a worthy competitor. A master of tactics, he is a talented driver with a reputation for taking calculated risks.



Name – Hedeon

Age – 26

Sex – Male

Country of Origin – Soviet Alliance

Weight Class – Heavy

Background – Following a horrific plasma vent accident, Hedeon was infused with plasma energy. Cheating death, Hedeon now seems at one with the Plasma Orbs and is almost unbeatable.





Name – Alpha 1

Age – Unknown

Sex – Unknown

Country of Origin – Unknown, property of Megasila

Weight Class – Medium

Background – Alpha 1 is the augmented brain and heart of Dr. Marinella, the once-great developer of Megasila's Drone racers. The doctor's spirit makes this Drone racer difficult to control, but a formidable opponent. No one has beaten Alpha 1 yet.



Name – Leya

Age – 16

Sex – Female

Country of Origin – Eastern United Provinces

Weight Class – Light

Background – A winner of the Calcutta Formula T Cup, Leya has been racing Plasma vehicles since the age of five. Her 11 years of experience have made her a superb tactical racer adept at locating the perfect racing line.



Name – Phantom

Age – Unknown

Sex – Male

Country of Origin – Japanese Superstates

Weight Class – Light

Background – The rumor mill suggests Phantom may be a successful cat burglar with an addiction to the adrenaline of Formula T racing. Certainly the Phantom isn't telling — he never does interviews with the press.



Name – Steve

Age – 17

Sex – Male

Country of Origin – United Kingdom

Weight Class – Light

Background – Although a near-fatal crash took both his legs, Steve's love of competition fueled his recovery and return to the track. His indomitable spirit keeps him focused on claiming racing's ultimate prize.





Name – Carena

Age – 19

Sex – Female

Country of Origin – European Union

Weight Class – Medium

Background – The current Euro Formula T Cup holder, Carena has moved up to the big leagues in Neo Saint Petersburg. Her aggressive racing style is exciting to watch, and she is frequently found in the middle of a racing battle.



Name – Solomon

Age – 19

Sex – Male

Country of Origin – United African Continent

Weight Class – Medium

Background – Affluence and talent drove Solomon's passion for racing at a very young age. As soon as he was old enough, he moved to Neo Saint Petersburg to qualify for the top leagues. His mission — become the champion and take the cup home.

VEHICLES

As engine size increases, each kart receives additional performance-enhancing features. Larger exhausts reduce back pressure and increase power. Air intakes are added to improve turbo boost. Body skirts and spoilers are added to increase downforce on the vehicle.

CHEETAH: 500cc, 1000cc, 1500cc

The Cheetah doesn't have the fastest acceleration, but its top speed is unmatched. The best choice for hard-charging front-runners.



FALCON: 500cc, 1000cc, 1500cc

A powerful blend of both top speed and acceleration, the Falcon is the optimum racing machine for racers with a wide range of skills.



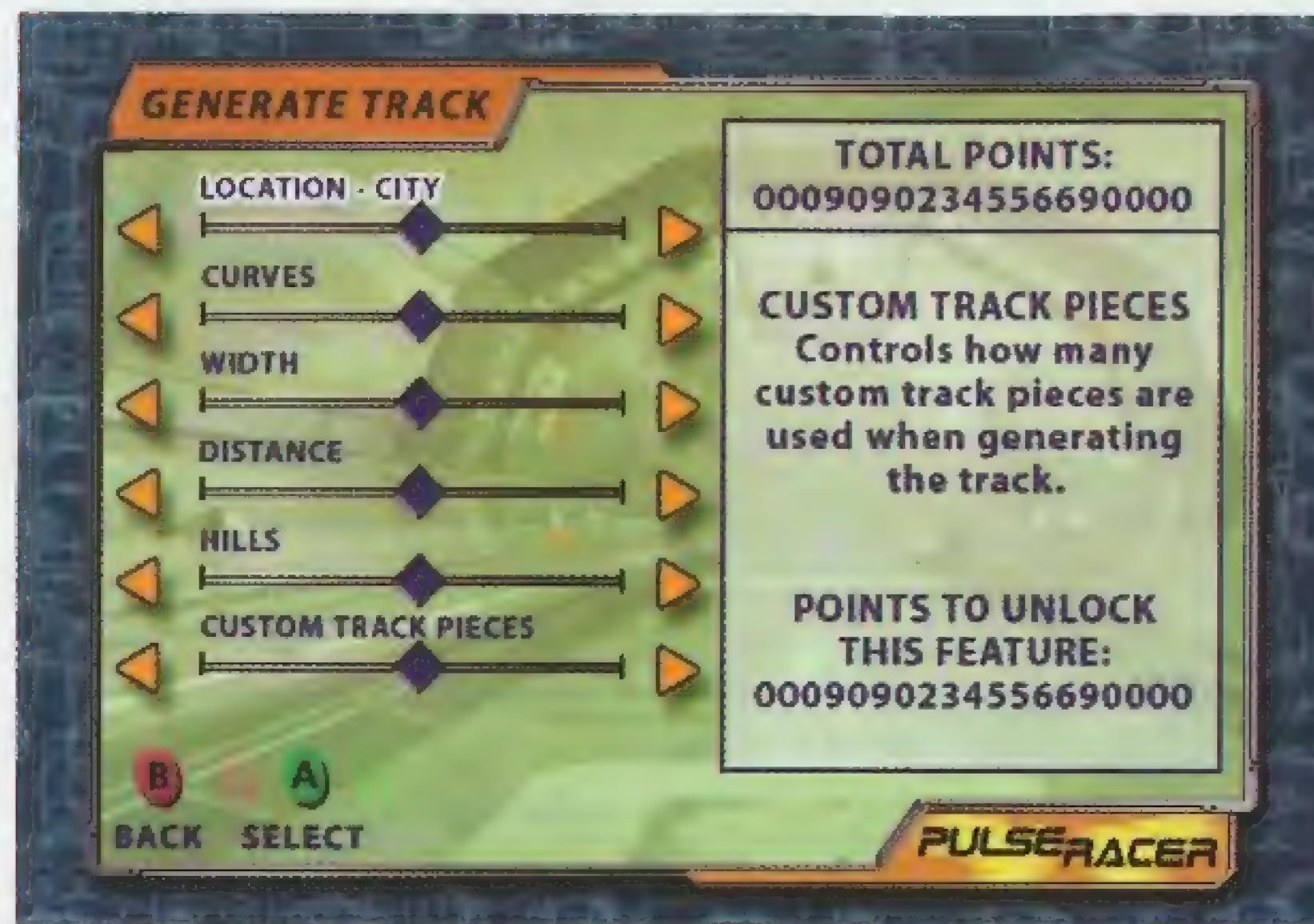
MANTA: 500cc, 1000cc, 1500cc

With the quickest acceleration, the Manta is a good choice for strong tactical racers who can exploit every opportunity.



INFINITRAX — THE TRACK GENERATOR

When you begin your Career, the INFINITRAX Track Generator randomly selects settings. As you accumulate Points, you can open more of the options, allowing you to create tracks that favor your racing style.



Location – Corresponds to the three Leagues. Cobalt is the easiest location, and Platinum is the hardest.

Curves – Hold the slider to the left to produce a track with more straightaways. The farther you move the slider to the right, the more curves your track will have.

Width – Hold the slider to the left side for a narrow track. Move it to the right to make your track wider.

Distance – Hold the slider to the left for a short track. Move it to the right for a long track.

Hills – Controls both the number and elevation of hills. Hold the slider to the left for fewer and lower hills. Move it to the right for more and higher hills.

Custom Track Pieces – These special, custom-designed track pieces contain PowerUps and Plasma Orbs. Hold the slider to the left for no Custom Track Pieces. Move it to the right for more Custom Track Pieces.

Total Points

The more Points you accumulate, the more options you can open. The following table shows the Points required to open each option.

GENERATOR OPTION	POINTS NEEDED
Location	5000
Curves	25,000
Width	37,500
Distance	50,000
Hills	87,500
Custom Track Pieces	200,000

Other Ways to Collect Points

Cobalt League First Place = 1000 pts

Cobalt League Second Place = 500 pts

Cobalt League Third Place = 100 pts

Obsidian League First Place = 2000 pts

Obsidian League Second Place = 1000 pts

Obsidian League Third Place = 500 pts

Platinum League First Place = 5000 pts

Platinum League Second Place = 2000 pts

Platinum League Third Place = 1000 pts

Finish All Career Races in First Place = 40000 pts

Beat the Best Lap Time = 1000 pts

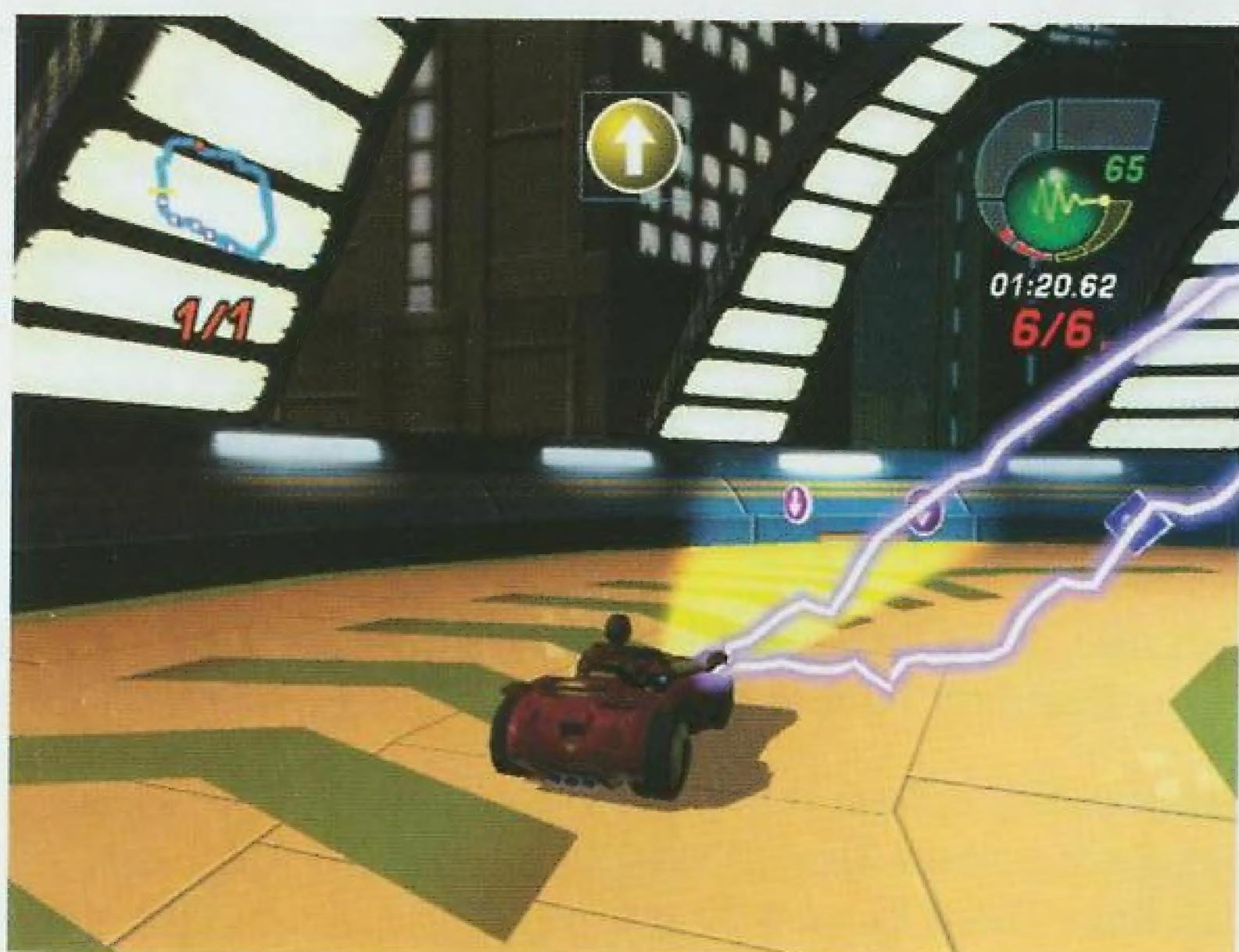
Quick Race First Place = 500 pts

Quick Race Second Place = 100 pts

Quick Race Third Place = 50 pts



RACING 101



Plasma Orbs

Pressing a trigger while approaching a Plasma Orb will attach your vehicle to the Orb, which then hurls you around the corner with no loss of speed. You can turn off the Auto Orb Release function in the Options Screen to make the game more challenging. Just remember, while leaning forward you cannot connect to Plasma Orbs.

Turbo

At low speeds, pull back on the left thumb stick for a burst of acceleration.

Speed Boost

At high speeds, push the left thumb stick forward to increase your top speed. But be careful, as the Speed Boost also increases your heart rate.



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Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Jaleco Entertainment warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement, or limited damages) is your exclusive remedy.

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For questions regarding this warranty contact your retailer or Jaleco Entertainment at:

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Games Technical Support

PULSE RACERTM

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NOTES

